PlayStation

NTSC U/C

PlayStation

Plays

EVERYONE

CONTENT RATED BY ESRB

SLUS-01494
17133

PINOBEE™

ARTOON

HUDSON®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from

Contents

Thank you for purchasing the Hudson game **Pinobee** for the PlayStation® game console. This manual cannot be reissued. Please read the instructions before use, and keep the manual in a safe place for reference.

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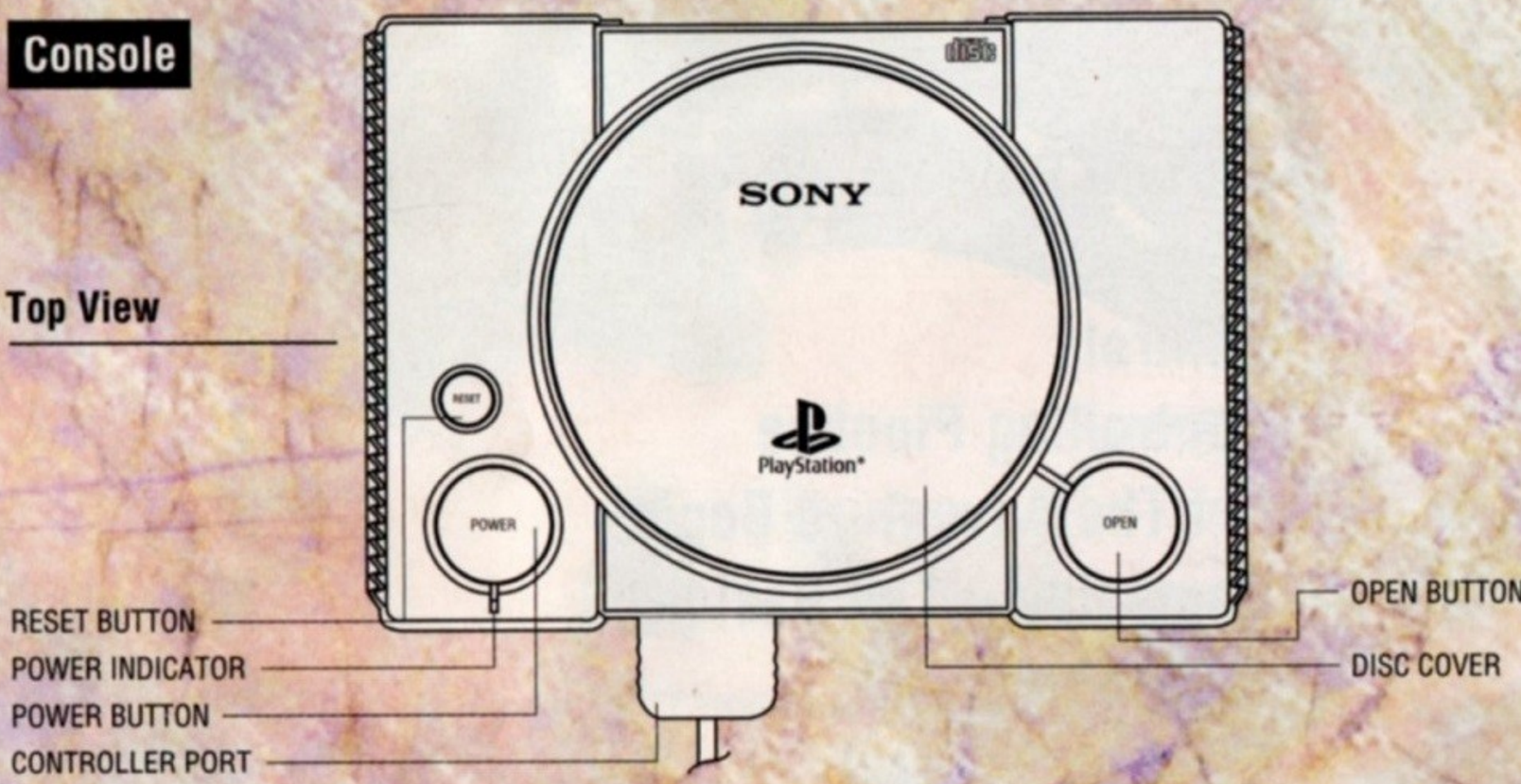
Getting Started

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Pinobee** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

Console

Top View



MEMORY CARDS

To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation® game console before starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved **Pinobee** games. For more information on saving and loading, see page 8.

NOTE: **Pinobee** uses 1 block of MEMORY CARD data to save each game. Make sure there are enough free blocks on your MEMORY CARD before commencing play. Do not insert or remove a MEMORY CARD while saving/loading games.

DUAL SHOCK® Analog Controller

L2 BUTTON

L1 BUTTON

R2 BUTTON

R1 BUTTON

DIRECTIONAL BUTTONS

△ BUTTON

○ BUTTON

× BUTTON

□ BUTTON

LEFT ANALOG STICK

SELECT BUTTON

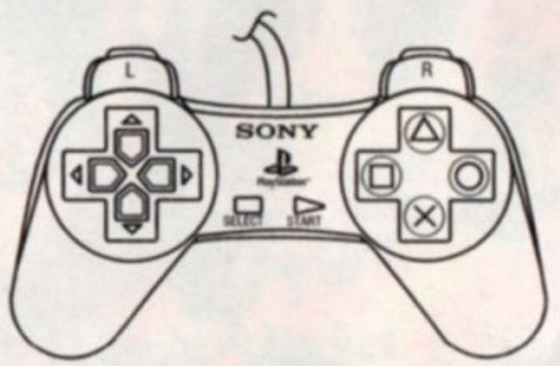
ANALOG BUTTON

START BUTTON

RIGHT ANALOG STICK

NOTE: Compatible only in Digital mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



Story

Once upon a time, there lived a famous old inventor named Grandpa Bee. He loved to design new mechanical devices, and his latest project was to build a robot with a pure heart. Grandpa Bee gave the robot the name Pinobee. One day, when Pinobee was almost complete, Grandpa Bee was in his laboratory putting the finishing touches on his creation.

Just as he was about to put the perfect heart in Pinobee's body, a dark shape appeared out of nowhere and took him away!

Pinobee was left all alone in the laboratory... without a heart.

Pinobee

The hero of the story. A bee-shaped robot without a heart.

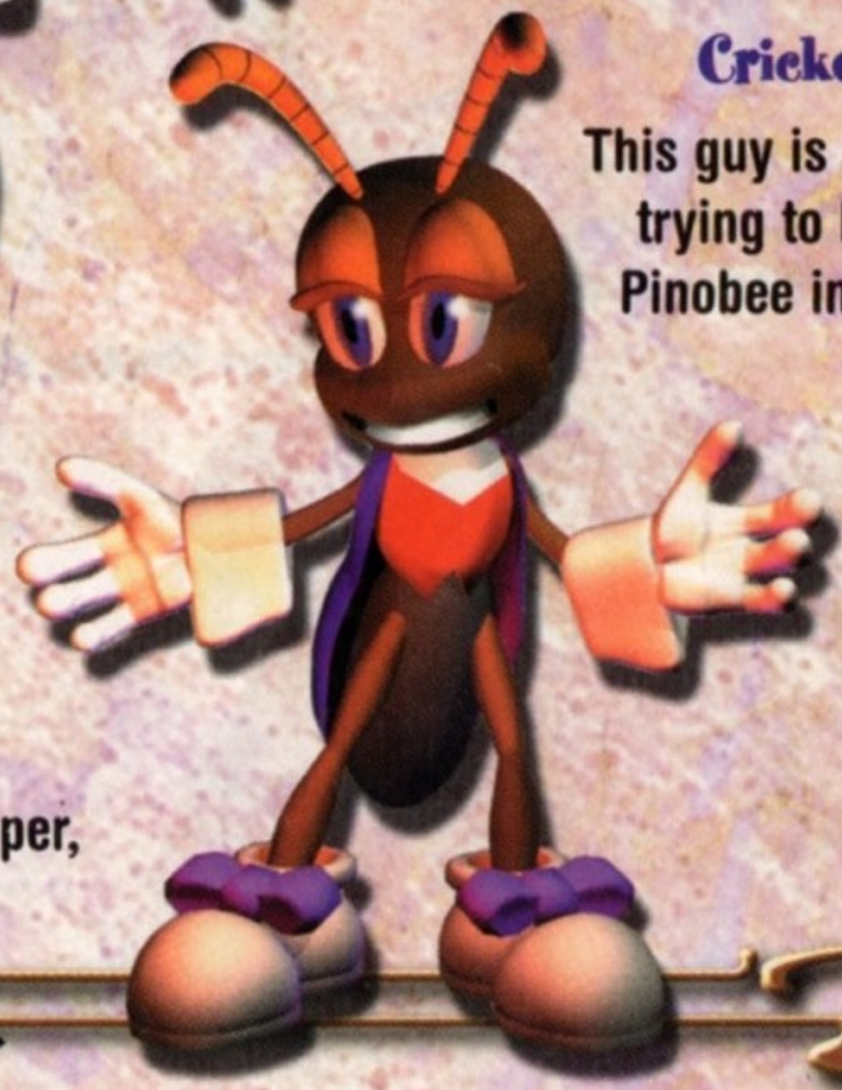
Some time later, a fairy appeared in the laboratory. "Wake up, Pinobee! You have to rescue Grandpa Bee from the bad guys!" Pinobee, who didn't have a heart, muttered, "Man, what a drag...." But, having nothing better to do, he decided he might as well set out to look for Grandpa Bee.

Grandpa Bee

The famous inventor who created Pinobee.

Cricket

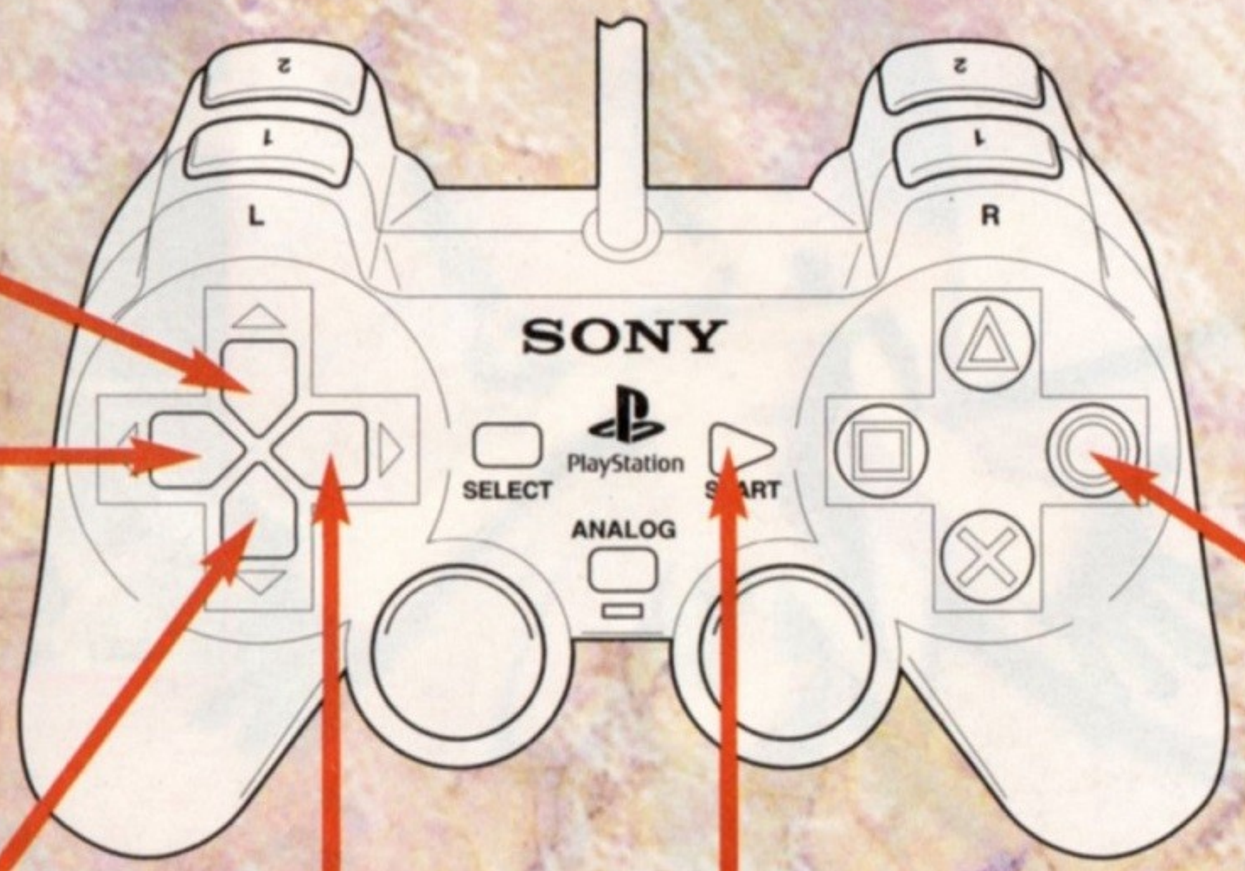
This guy is always trying to keep Pinobee in line.



Fairy

The Fairy has a short temper, but she means well.

Controls



Directional Button
Look Up from the Sky
Climb Up the Wall

Directional Button
Move Pinobee Left

Directional Button
Crouch Down
Climb Down the Wall
Quit Hovering

Directional Button
Move Pinobee Right

START Button
Pause Game
Check Items

○ Button
Jump (on the ground)
Flying Dash (in the air)

Controlling Pinobee

Make Pinobee walk, fly or climb walls!

Jump

● button (while on the ground).

Walk

Directional button **LEFT** or **RIGHT** (when on the ground).

Crouch

Directional button **DOWN** (when on the ground).

Hovering

Directional button **UP** (when on the ground). Pinobee will also hover after a Flying Dash (when in the air).

Descend

Directional button **DOWN** (when in the air).

Push

Press and hold the directional button **LEFT** or **RIGHT** (when on the ground).

Flying Dash

Hold down the directional button and press the ● button (when in the air).

Attack

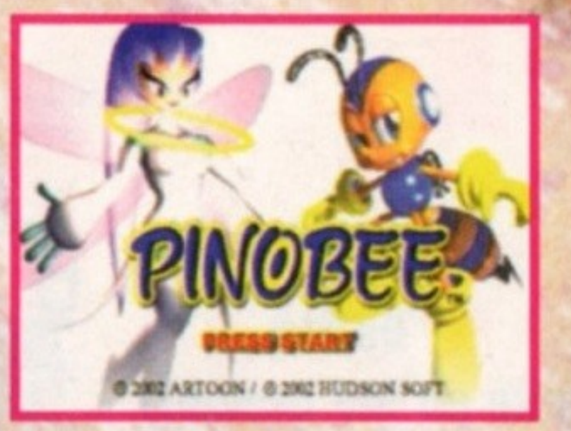
Use Descend to swoop down on an enemy for a stinging attack!

Climb up/down walls

Directional button **UP** or **DOWN** (next to a wall).

Let the Adventure Begin!

Insert the **Pinobee** game disc into the PlayStation® and turn on the power. Press the START button at the Title Screen to display the Game Screen. To start a new game, select "New Start" and press the ⊗ button. After the opening sequence, press the START button to start the game. To continue a previous game, select "Continue" and press the ⊗ button. The game can be played without a MEMORY CARD, but a MEMORY CARD is needed to save game data.



Title Screen

Start Screen

Loading / Saving

To continue a previous game, insert the MEMORY CARD containing saved game data (Diary files) into MEMORY CARD slot 1 or 2 and follow the on-screen instructions to load a game. Select a Diary file from the Diary Screen and the Main Menu will be displayed. Go to "Select Stage", choose a stage to play and the game will start. See P.12 for further information on the Main Menu.

Main Menu

Saving Diary Entries

At the end of each stage, the Main Menu will be displayed. Choose "Save Diary" and follow the on-screen instructions to save the current Diary to the MEMORY CARD.

The Goal

The goal of the game is to rescue Grandpa Bee, but the outcome depends on the choices Pinobee makes throughout the game.

Stage Cleared!

Solve the puzzles which appear as you advance through each stage. Pass through the Checkpoint in the middle of each stage and Pinobee's Life Meter will be restored to full. Even if the Life Meter runs out before the end of the stage, the game can be continued from the last Checkpoint by selecting "Yes" at the "Continue" screen.

Pinobee's Diary

Pinobee also keeps a Diary, with an entry added each time a stage is cleared. See P.20 for more information on Pinobee's Diary.

Gameplay - The Basics

Many things await you on your journey! Make your way through the stages, solving puzzles, avoiding traps and defeating enemies.

Max Energy

Pinobee's maximum energy capacity.

Energy Meter

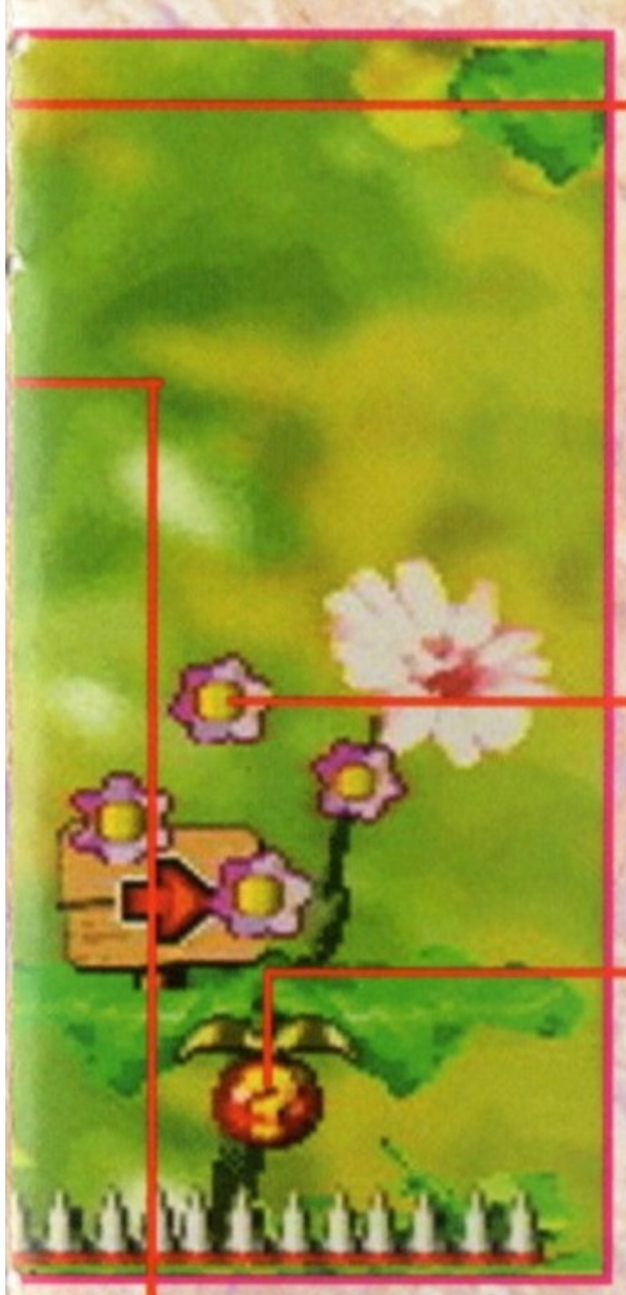
Shows Pinobee's current energy level. Energy decreases with time, and when his Energy Meter is low, Pinobee's movements will become sluggish. Collect flowers to restore energy levels.

Flying Dash Counter

Shows remaining number of Flying Dashes that can be performed during a single flight. Decreases by one each time a Flying Dash is used. The counter is recharged when Pinobee lands on the ground. The maximum number of consecutive Flying Dashes increases as Pinobee progresses through the game.

Life Meter

Decreases when Pinobee takes damage. When the Life Meter reaches zero, the game is over. At the Game Over Screen, choose Continue to play again, or Quit to return to the Main Menu. Press the ✕ button to enter.



Flying Dash Lock-On Cursor

If Pinobee is hovering within range of an enemy, Item Capsule or flower, a Lock-On cursor will appear and Pinobee will lock on to the object. Press the ◉ button to make a Flying Dash towards the target.

Flower

These flowers are Pinobee's energy source.

Item Capsule

Touch one of these capsules to open it and collect the item inside. You can't see inside capsules, so to find out what's inside, touch it and see!

Enemy

Fly into an enemy and Pinobee will take damage. Attack enemies with a Flying Dash or Stinging Attack. Enemies are color-coded according to strength. As you progress through the stages, the level of the enemies will increase. However, if you destroy all the Golden Enemies in a stage, the level of all enemies in the next stage will decrease by one.

Map Mode

Press the **START** button during a game to display the Pause Menu. Select "Map" to enter Map Mode, which shows a large-scale map of the current stage. Use the directional button to scroll up/down and left/right, and hold down R1 for high-speed scrolling. Press the ✕ button to return to the starting point and the △ button to return to the Pause Menu.

Blue

Red

Silver

Gold

Main Menu

The Main Menu is displayed when a stage is cleared. Use the directional button to select menu items and press the ✕ button to enter your selection.

1. Select a Stage

Pick a stage from the Stage Selection Screen. Use the directional button **UP** or **DOWN** to scroll through stage names and select a stage to play. Press the ✕ button to enter the selection and start the game from the selected stage.
Press the △ button to return to the Main Menu.

2. Check Items

All items currently held are displayed in the Item Hive. Use this screen to view information about/organize items and decide which items to throw away. This screen can also be accessed from the Pause Menu.

3. View Diary

Read the Diary written by Pinobee at the end of each stage. Use the directional button **UP** or **DOWN** to choose a stage and scroll through the Diary entry for that stage. Press the ✕ button at the end of the entry to replay a stage.

4. View Collections

Watch the Ending Movies collected so far. Collect all the Ending Movies to unlock the CG Collection in the Art Gallery.

5. Save Diary

Save game data to the MEMORY CARD.

Gadgets Galore!

Pinobee has many gadgets and devices to play with.
However, some of them can be dangerous, so be careful!

Slide

Step onto the Slide for a slippery ride!

Bouncy Mushrooms

These mushrooms will put some spring in your step!
Blue mushrooms will boost you higher than red ones.

Switches

Flip it and see!

Conveyor Belt

Try not to get carried away!

Spike Balls

These prickly critters swing around and around. Don't run into them!

Cannons

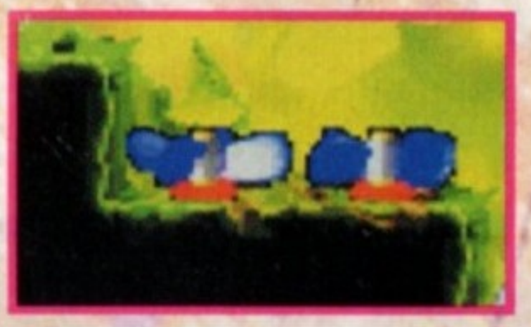
Get into a cannon and fly like a cannonball!

Electro Zappers

Could be a SHOCK for unsuspecting insects.

Fans

Use fans to float!



Teleport

Enter one of these and who knows where you'll come out!

Bumper

Sends Pinobee flying!

Blocks

There are 3 types of blocks with different patterns.
Watch where you're walking!

Safe blocks

Can be walked on anytime.

Cracked blocks

Sting these blocks to destroy them.

Crumble blocks

Crumble away when walked on.

Bubble

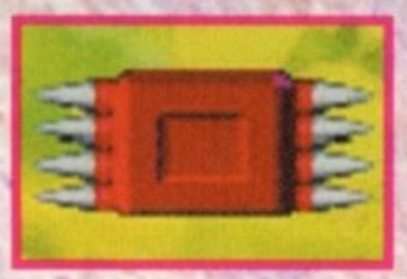
Touch one and it'll pop!

Spikes

Don't tread on these!

Moving Spikes

Ouch! Don't get stabbed by the Moving Spikes.



One Way Door

These doors shut behind Pinobee.

Puddle

Remember, bees can't swim!

Items

Items contained in Item Capsules come in 2 types: Action items (can be used immediately) and Inventory Items (must be collected and used together).

There are 4 kinds of Action items. The effect of an item depends on its shape and color.

Item Capsule

Shield

This force field protects Pinobee from damage once.

Invincibility

Pinobee is immune to damage for a limited period.

Red = 10 seconds

Yellow = 20 seconds

Blue = 30 seconds

Health Bonus

Restores Pinobee's Life Meter. Comes in 3 sizes; S, M and L. The larger the Health Bonus, the more the Life Meter will increase!

Energy Flowers

Boost Pinobee's energy with this concentrated flower-power.

10 = 10x flowers

20 = 20x flowers

30 = 30x flowers

Inventory Items belong to 1 of 3 groups – Pink, Blue and Orange. There are 18 items in each group, making 54 items in total.

The effects of Inventory Items depend on how they are combined in the Item Hive. A total of 24 items can be held at one time. Items can be organized from the Item Screen.

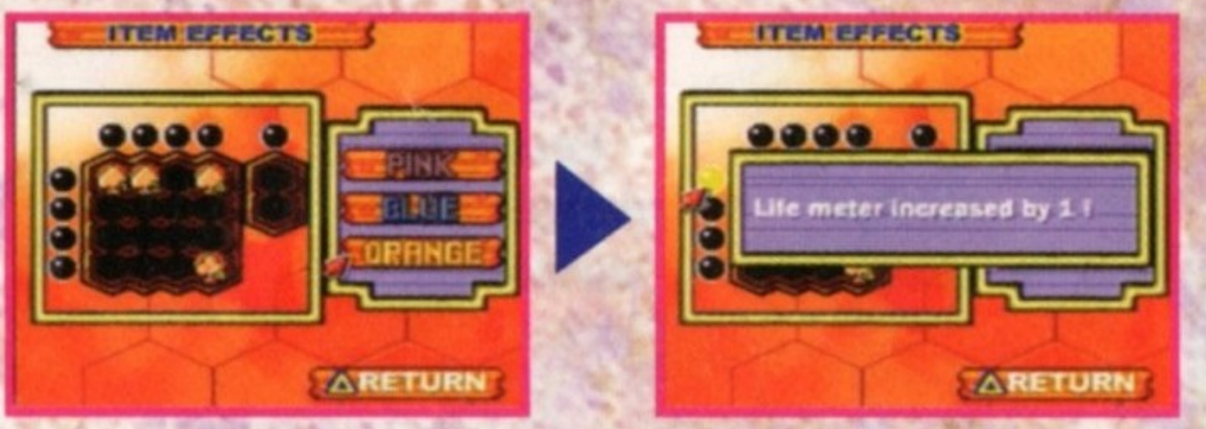
Press the START button during a game to display the Pause Menu and choose "Item Screen". The items currently held will be displayed in the Item Hive.

Select an item and press the ✕ button to bring up the Throw Away Item option.

Select "Effects" to display the Item Effects Screen. Choose a color and all items currently held in that color group will be displayed. Use the buttons at the top and left to highlight a horizontal/vertical line from the grid. The effect of a Bingo line (a complete line of 4 items) is displayed.

Pause Menu

Item Hive



Item Effects Screen

Bingo Bonus

Collect four Inventory Items to form a horizontal/vertical Bingo line and activate the items.

When a Bingo line of items is formed, a screen like the one on the right will be displayed, indicating the effect of the line. Effects of Bingo lines are shown below.

Bingo Effects (for Pink items)

Pink Spade 1	Pink Spade 2	Pink Spade 3	Pink Spade 4	Life meter increased by 1! *1
Pink Heart 1	Pink Heart 2	Pink Heart 3	Pink Heart 4	Defense increased by 1! *2
Pink Diamond 1	Pink Diamond 2	Pink Diamond 3	Pink Diamond 4	Energy unit capacity increased by 200! *3
Pink Club 1	Pink Club 2	Pink Club 3	Pink Club 4	Move 1 second longer per energy unit! *4
Number of dashes increased by 1!	Enemy's strength level decreased.	Item capsule turns gold.	Flower energy value doubled.	

For Blue and Orange items:

*1 Blue items – Life Meter increased by 2. *2 Blue items – Defense increased by 2. *3 Blue/Orange items – Energy unit capacity increased by 100. *4 Orange items – Move 2 seconds longer per energy unit.

Collect them all...

First, try to collect 16 items of the same color.

Collect enough Blue, Pink or Orange items to fill the 4 x 4 grid and unlock the King and Queen!

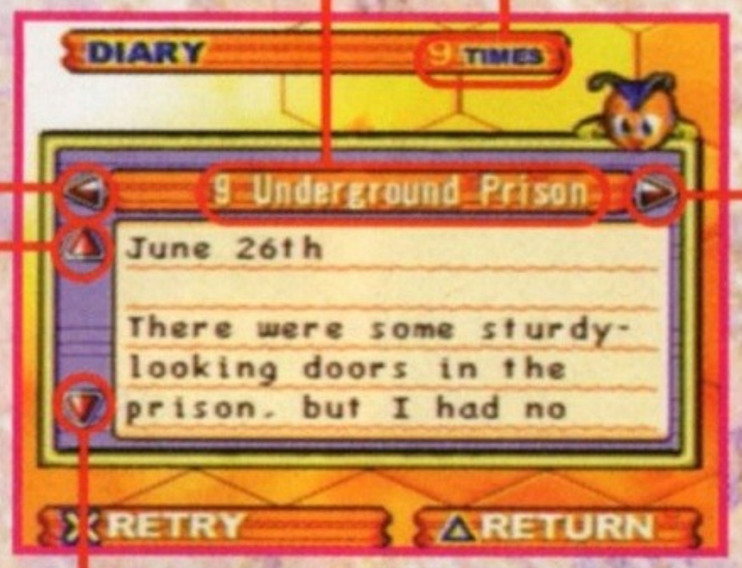
Once all 16 items of a certain color have been collected, a King and Queen of a random color will appear somewhere within a stage.

Collect the King and Queen to complete the set of 18 color items for a mystery bonus!

Diary

There are many clues and hints hidden within Pinobee's Diary. You can choose a Diary saved from a previous game and play again, traveling back in time to change Pinobee's past - and maybe his future!

Viewing the Diary



Use the directional button **UP** or **DOWN** to select a stage and read the Diary for that stage. Scroll with the directional button **UP** or **DOWN**. The Diary contains other information besides Pinobee's thoughts, such as events that were missed and whether all Golden Enemies were defeated. As explained on the next page, you can return and replay previously cleared stages.

Choose a Stage

Switch Stages

Stage Name

Press the ⊗ button at the end of a stage to display the Stage Selection Screen. Use the directional button **UP** or **DOWN** to choose the stage you wish to replay, and press the ⊗ button to enter. Note that replaying a stage will not alter Inventory Items held.

Saving Pinobee's Diary

Select "Save Diary" from the Main Menu to save Pinobee's Diary. If a MEMORY CARD containing game data is inserted, the Diary data saved on the MEMORY CARD will be displayed. Choose the location to save data using the directional button and press the ⊗ button to save.

CG Art Gallery

Ending Movies already collected are stored in the player's Diary file and can be viewed at any time from this screen. Select "View Ending Movies" from the Main Menu to display the Collection Screen. When the game is first played, no Ending Movies are available. Clear the game to access an Ending Movie, and collect all the Ending Movies to unlock the special graphics in the CG Art Gallery. Use the directional button to select the item to watch and press the ⊗ button to enter.

It Ain't Over Yet! Ending Movie Title

Watching the Ending Movie doesn't mean the game is over! The Ending Movie depends on Pinobee's actions throughout the game, and there are multiple endings available.

Once an Ending Movie has been unlocked, it can be viewed at any time from this screen.

There are many different Ending Movies to collect. Each Ending Movie has a title, which is displayed at the top of the screen. Use the directional button **LEFT** or **RIGHT** to switch between movies. Press the ⊗ button to view the Ending Movie currently on screen. The titles of Ending Movies not yet viewed will be dark. Press the △ button to return to the Collection Screen.

Art Gallery

The CG Art Gallery contains a collection of stunning CG images of Pinobee in action. However, to unlock this feature, you must collect all the Ending Movies. Use the directional button **LEFT** or **RIGHT** to switch between CG screens. Press the △ button to return to the Collection Screen.

Stage Guide

Cozy Forest

This is the wood which surrounds Pinobee's house. This stage is simple, so get used to the moves and remember the rules. Also, meet Cricket. He has something to say, and you're not gonna like it!

Cheerful Flower

Beyond the forest, a soft field of flowers extends. Flying over the field, it's easy to forget the dangers that lurk below! Here the Fairy will arrive to deliver a mystery gift ...

Gloomy Road

Night has fallen... and Pinobee is still on the road! Who's afraid of the dark now?

Underground Prison

In the darkness, Pinobee didn't see the potholes in the road, and fell through! In the underground passages below, he comes across bug prisoners of all sorts.

Windy Valley

This small hollow in the ground seems like a vast valley to Pinobee. As its name suggests, there's a near-constant gale blowing, and the wind and rain make it hard for Pinobee to travel!

Restless Village

In the village, many bugs have assembled. There's some thinking to be done here, and also a big Boss to get rid of!

Lazy Kingdom

This place looks like a fun place, but it's all a cunning plot to get the bugs distracted. You can go for a ride here, but don't get carried away!

Robot Factory

Pinobee stumbles upon a secret factory. Here lies the secret behind the whole story... if you dare to uncover it.

In the Tummy

After a nasty accident in the factory, Pinobee is swallowed by a mechanical shark. Here, he is reunited with an old acquaintance. Get through this stage and the final stage awaits. What is Pinobee's destiny? Play to the end to find out!

~Notes~

Consumer Support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- $0.95 per minute charge
- $1.25 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

Register your game at
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